

Combat

Astral Dungeon can be used for modern game settings in similar ways as for games set in worlds prior to discovery of two-handed sword and establishment of various schools of fencing. The ability to derive melee weapon parameters from physical description is useful for well-balanced extension of game with various items while playing. This would be rather tricky task concerning ranged weapons, so this example could be very useful to set the expectations properly. Let us begin with action points required.

Shoot	2	Release magazine	2
Further round in burst	1	Draw magazine	3
Aim	2	Reload ready magazine	3

Modern weapons differ in certain aspects and some weapon is better for certain purpose than the other. If you want to go into detail, you can perhaps distinguish different models by making some characteristics one point better or worse compared to those in the following table.

	Draw	Accuracy	Point	Range	Dispersion
Pistol 7.65mm	11	6	2	6	0
Pistol 7.65mm aimed	11	9	2	6	0
Pistol 9mm	12	6	2	6	0
Pistol 9mm aimed	12	8	2	6	0
Pistol .45	13	6	2	6	0
Pistol .45 aimed	13	8	2	6	0
Sawed Shotgun	16	9	1	1	1
Shotgun	16	6	1	3	1
Shotgun aimed	16	7	1	3	1
Rifle 5.56mm	13	6	2	35	0
Rifle 5.56mm aimed	13	9	2	35	0
Rifle 7.62mm	14	6	2	35	0
Rifle 7.62mm aimed	14	8	2	35	0

Modern armor is more likely to be seen in modern world. This example includes common and hardened variants of modern armor suitable for combat.

	Light vest	Military vest	Bulletproof Suit	Police Helmet	Combat Helmet
Torso	8, 9	10, 11	4, 5	0	0
Belly	8, 9	10, 11	4, 5	0	0
Hips	0	0	0, 5	0	0
Hand	0	0, 11	0, 4	0	0
Shoulder	0	0, 11	0, 5	0	0
Head	0	0	0	8, 10	12, 14
Hearth	8, 9	10, 11	4, 5	0	0
Genitals	0	0, 11	0, 5	0	0
Eye	0	0	0	0, 5	0
Neck	0	0, 11	0, 4	0	0

Strategy

Modern story can also involve combat tactics and those described in The Basic Rules can be easily extended to describe modern combat, but vast majority of games in modern settings will profit from rather peaceful use of these talents in virtual space of modern computer science. Such techniques will have the same point requirement of 600 points worth secondary doctrine. Anyone using this talent for both virtual and physical strategies will have to take those separately. The skill divides on mental level.

Primary doctrine	Order strength	Keeping trust	Plan precision	Choosing terrain	Motivation	Σ
Testing	4	8	8	6	8	34
Scripting	6	4	9	4	4	27
Webmastering	8	8	10	6	6	38
Coding	8	4	11	6	4	33
Programing	11	6	12	9	6	44
Debugging	11	8	13	9	6	47
Hacking	11	12	14	12	12	61
Network administration	11	11	11	11	11	55
Development management	11	14	10	10	14	59

Testing allows to assure functionality of a software solution and compliance with standards as well as the ability to present the results.

Scripting is used to prepare specific task within existing software solution or operating system including unification of interfaces.

Webmastering includes independent preparation of website using existing image content with minor changes, connecting it to databases and communicating contract details.

Coding is the ability to prepare source files, function definitions, classes, methods, interfaces, templates, basic data exchange code, basic functionality and simple documentation.

Programing includes all approaches to analyze, plan, implement and tune complex software solution including instructing others to do coding.

Debugging stands for analysis of complex systems, planning for approaches, gathering data, reproducing issues and fixing problems.

Hacking involves all kinds of more or less known ways of overriding intended system functionality and creative combination of such possibilities as well as protecting systems from that.

Network administration requires deep knowledge of security settings in complex network setup and ways of mitigating risks while supporting not entirely safe functionality.

Development management is the ability to safeguard the entire development lifecycle ensuring all necessary information is communicated and everyone is able to comfortably complete his part.

Diplomacy

Modern diplomacy extends the basic techniques with variety of conferencing allowing to work out the interests into practical steps taken. The existing rules for etiquette can also be extended with tertiary doctrine of official language details and implications relating to individual languages.

Secondary doctrine	Pressing	Gaining trust	Arguing	Facts	Impression	Σ
Business conferencing	7	7	10	7	10	41
Banking conferencing	8	8	11	8	11	46
Political conferencing	9	9	12	9	11	50
Military conferencing	10	10	13	9	10	52
Emergency conferencing	11	11	13	9	10	54
Cultural conferencing	12	12	14	14	11	63
Scientific conferencing	13	13	13	16	11	66
Human rights conferencing	14	14	13	12	10	63
Conflict resolution conferencing	15	15	12	13	10	65
Media conferencing	16	16	11	11	15	69

Business conferencing is the ability to organize meetings of government board officials, corporation representatives and independent entrepreneurs.

Banking conferencing serves all kinds of financial interests from government debt consolidation, through new loans, to new institutional commitments.

Political conferencing requires organizational talent and focus on mitigating risks including misrepresentation, although result of the conference typically depends on the politics involved.

Military conferencing is very demanding in terms of security, but in most situations, include allies only and misrepresentation related flaws has lesser impact on the matter than the person involved.

Emergency conferencing is typically held when it is too late to solve all the issues and only sometimes based on perceived danger, but the implications are similar, only result is less satisfying.

Cultural conferencing brings great opportunity to gain fame and is necessary to maintain good relationships on broader level, assuming it can balance well known and new art and ideas.

Scientific conferencing concerns necessary and beneficial cooperation between scientific institutions and is relatively harmless, unless academics spoils the spirit by fighting for budget.

Human rights conferencing is usually seen as time well spent, although the results are minimal and the only real improvement typically comes from the work of humanitarian organizations involved.

Conflict resolution conferencing is the most important diplomatic discipline in modern world and can be seen as the grand scheme for the individual reconciliations.

Media conferencing is the most intriguing role, as it involves much more exposure and allows for fastest rise or fall.

Alchemy

It depends on the storyteller, whether there will be also traditional alchemy in his world and he will complement it with pharmacology, chemistry and metallurgy, or just replace it with those. Each discipline will however require 499 points worth secondary doctrine although the skills will be mutual, because of coming of the fundamental work with matter and only differs in the applied knowledge.

Chemistry is the easiest adoptable, for the same rules can be used when preparing any kind of substance as in The Basic Rules for the clay grenade and Greek fire. Only result of failure will depend on the actual substance, with explosives causing harm same way as the gunpowder and flammables and corrosive substances the same way as Greek fire. Concentration of the final product will be product strength to one, so product strength 9 will result in 90% volume. Chemistry also allows identification of substances. This can be done in many ways and lot of substances will be automatically identified by anyone with the appropriate doctrine. Some other will require tools. Same rules as for creation can be used with second substance in detectable concentration and any other in at least reverse product strength ratio to the second one, so 40% alcohol with 5% methanol would require product strength 7 to successfully detect it.

Metallurgy can use the same rules too, but the failure will result in the final weld or cast having different properties, cracking or not filling the form properly. In terms of invention, the process would consume the material yielding no results at all. Alchemical processing of metal traditionally includes purification of individual metals. Those can be made as pure as the product strength to one, so product strength 4 allows to isolate 80% tin from bronze. Metallurgy also allows to detect metal compositions under similar rules as with chemistry. Simple metals are recognized automatically and composed might require flame or advanced laboratory tools.

Pharmacology represents the most detailed application of alchemy. The doctrine alone stands for the knowledge of all medical products available in an average drug store. In combination with chemistry, it allows for creation of those drugs as well as invention of new substances. The 20 hour timeframe would only be used for the final chemical reactions and separation of the substance. Any long lasting procedure such as planting mushroom or fermenting herb would have to be done prior to that. Concentration of substance will be product strength to one ratio, so product strength 19 will result in 95% solution. In settings, where traditional alchemy would not be functional, such knowledge could still be made mandatory in order to gain inspiration needed to discover new substances.

Chemistry does not include knowledge of generally forbidden substances. Pharmacology does not include knowledge of street drugs. Metallurgy does not include knowledge of radioactive isotopes.

Both chemistry and pharmacology grants the ability of basic (non-artistic) glass bending and knowledge of all laboratory devices.

Leadership

Leadership did not change all that much over time. What changed was the roles of leader in emerging and evolving environments. While individual situations are often perfect opportunities to make use of ages old leadership techniques, successful long-term leadership roles are subject to approaches well known and described. This knowledge does not take form of any unified doctrine, but knowledge of basics is essential for successful use of the related skills.

Secondary doctrine	Commanding attention	Entertaining	Eristic	Gossip	Authority	Σ
Store leader role	7	3	4	5	6	25
Workshop leader role	8	6	5	6	7	32
Factory leader role	9	5	6	7	8	35
Village major role	10	7	7	6	7	37
City major role	11	8	8	8	7	42
Union leader role	12	9	7	10	10	48
Enterprise leader role	11	10	6	8	11	46
Development leader role	10	12	5	6	11	44
Research leader role	9	12	4	6	11	42

Store leader role involves instructing staff to perform basic tasks. It does not require too much creativity, but it can be exhausting over time.

Workshop leader role is similar throughout all kinds of repair shops and small production services. Good atmosphere is of greater value here, but possibilities are limited.

Factory leader role does not differ from workshop leader role all that much, but the requirements on personal behavior are slightly higher and failure can result in bigger troubles.

Village major role is the least publicly exposed political role. The possibilities of gaining fame are very limited, but failure can work against quite well.

City major role is slightly more publicly exposed than village major role. Gaining fame is easier and avoiding consequences of failure too, but there are more opportunities to make enemies.

Union leader role is dependent on the ability to get the attention and interest of people with limited knowledge of problems at stake. Being successful is hard, but failure is not so dire.

Enterprise leader role requires positive image to be successful in long run and maintaining certain level of professionalism is essential to avoid problems that could damage the image.

Development leader role is demanding in terms of maintaining good atmosphere, which is necessary for intellectual labor and helps lowering risks associated with enterprise leader role.

Research leader role only differs from development leader role in the simple fact that in any scientific endeavor, the increased amount of uncertainty is more widely accepted.

Creative art

There are so many new types of creative arts in modern settings that we will only take a look at short example of how granular the distinction should be in order to balance the specific knowledge.

Primary doctrine	Diligence	Precision	Work speed	Work with material	Taste	Σ
Realistic painting	11	13	8	6	10	48
Hyperrealistic painting	14	14	7	6	9	50
Abstract painting	10	12	8	5	11	46
Realistic sculpture	12	13	9	12	10	56
Abstract sculpture	13	12	9	11	11	56
Photography	8	11	8	4	11	42
Cinematography	11	12	11	6	10	50
Auto mechanics	9	9	10	7	6	41
Car bodyworks	9	9	9	10	10	47

Realistic painting represents the ability to paint portraits, nature mort and scenes using aquarelle, oil based colors and pencil or charcoal.

Hyperrealistic painting allows creation of photorealistic portraits, nature mort and scenes using aquarelle, oil based colors and pencil or charcoal.

Abstract painting stands for all techniques of expression of ideas and impressions including aquarelle, oil based colors, pencil or charcoal, linocut and woodcut.

Realistic sculpture includes knowledge of tools and techniques necessary to free the realistic representation of beings and objects from their imprisonment in raw pieces of stone.

Abstract sculpture allows such a dialog with matter that results in comprehensible artistic expression of ideas in stone objects.

Photography is the art of shooting still pictures catching people, nature and situations either flawlessly or in a way that accents certain aspects or allow light to enhance reality with thoughtful effects.

Cinematography is the knowledge of cinematic technology, techniques of film shooting and the ability of creative invention enhancing realistic, artistic or descriptive dimension of scene.

Auto mechanics assumes knowledge of all common car parts, ability to diagnose and repair all problems with those, predict all imminent failures possible and suggest mitigation and engine tuning.

Car bodyworks is the ability to repair all car body damage and corrosion including seemingly new changes and renewal techniques and suggest aesthetical and functional body tuning.

LAW

Modern Law is much more complex than Roman Law. Basic prerequisite remains the same, but one needs to succeed not only in specific role, but also in specific field of law based on a single dice throw.

Tertiary doctrine	Speech strength	Interpretation sense	Interpretation purpose	understanding law	Intelligibility	Σ
Administrative law	7	8	9	10	11	45
Antitrust law	9	8	9	9	9	44
Civil Law	5	6	7	8	9	35
Corporate law	6	9	10	9	6	40
Criminal law	7	8	11	8	11	45
Cyber law	9	9	8	9	9	44
Environmental law	6	9	9	9	9	42
Health law	6	11	11	9	9	46
Labor law	6	10	11	9	9	45
Tax law	6	10	10	10	9	45

Administrative law is a branch of public law concerning power and regulations of state institutions, tribunals, boards and commissions including police and customs.

Antitrust law prohibits monopoly, trust, division of territory, secret agreements, exceptions based on international agreements as well as rights, regulations and duties of related institutions.

Civil law represents wide variety of fields, but for the game purposes concerns non-criminal personal injuries and non-corporate contractual and quasi-contractual wrongs.

Corporate law describes legal framework of businesses, companies, organizations, stock market, capital market, commodity market and all contractual and legal relation between those.

Criminal law differs from civil law as it describes harmful behavior that cannot be resolved with compensation, but requires punishment.

Cyber law involves information technology related laws about software, internet, freedom of expression via digital media, information security, electronic commerce and intellectual property.

Environmental law refers to natural resources, pollution, animal rights, limitations and exceptions as well as special circumstances of crisis and measures.

Health law governs the conditions of healthcare related rights, regulations and duties of both patients and healthcare institutions and their employees.

Labor law defines relations amongst employees, employers, unions, government and labor law enforcement institutions and defines related standards.

Tax law is important tool ensuring just and unavoidable contribution of all physical and legal entities that distinguishes between tax avoidance and tax evasion.

Natural magic

Depending on storyteller, his modern settings may or may not allow use of natural magic as described in The Basic Rules. Animistic magic in modern times typically involves rituals lasting hours and requiring preparation. Our example assumes six hours altogether.

Primary doctrine	Natural magic strength	Natural magic casting	Natural magic timing	Natural magic side effect	Natural magic effect	Σ
Flu curse	9	9	11	11	5	45
Banish flu	10	10	6	6	9	41
Excitation curse	10	10	11	11	5	47
Excitation charm	14	12	9	6	10	51
Weather curse	10	11	11	11	5	48
Weather charm	14	14	9	9	9	55
Healing curse	11	11	11	11	5	49
Healing charm	14	14	10	10	10	58
Reveal curse	17	17	10	10	10	64

Flu curse requires sample of victim's tissue, hair or excrement. Flu appears next morning and lasts for a week. Affected is only able to boost half his natural boost. Without sufficient drinking water dies.

Banish flu only works on those present throughout the entire ritual. Ability to boost is restored immediately, unless lost energy prohibits that. Character without water can still die before the ritual ends.

Excitation curse can be used in two ways. Either it lowers down victim's excitation of all attributes by one or it completely disables excitation of one attribute. Effect starts next morning and lasts one week.

Excitation charm either increases possible excitation of all attributes by one or act as if the person had +4 magical item for the particular attribute throughout the upcoming week.

Weather curse causes extreme weather to follow cursed person or item for one week. Nature of the extreme can be specified, but the decision is on the storyteller.

Weather charm grants the most comfortable weather conditions naturally occurring in the area, unless influenced with weather curse exceeding the charm. The effect lasts one week.

Healing curse requires sample of victim's tissue, hair or excrement. It causes all injuries inflicted upon the victim within one week not to heal even while using spells and potions including regeneration.

Healing charm causes all injury except for fractures to miraculously heal over night while sleeping. It makes fractures heal twice as fast that week too.

Reveal curse can be used to visualize the person inflicting curse or to remove it. Both attempts must succeed in comparison. This is especially dangerous for possible sideeffects.

Magic

It depends on the storyteller, whether any school of magic from The Basic Rules persists until modern times. Elementary magic can be supplemented with surgery. Psychological magic shares prerequisites with psychology. Spacetime magic relates to philosophy.

Primary doctrine	Magic strength	Magic casting	Magic timing	Magic side effect	Magic effect	Σ
Simple surgery	7	11	9	9	9	45
Regular surgery	8	14	10	10	11	53
Complex surgery	9	16	12	13	14	64
Simple psychoanalysis	10	7	11	9	9	46
Regular psychoanalysis	12	8	11	10	12	53
Complex psychoanalysis	15	12	15	12	15	69
Simple theoretic twist	9	11	9	9	12	50
Regular theoretic shift	10	12	12	9	14	57
Complex theory change	11	14	17	12	16	70

Simple surgery allows successfully cut, remove and close. Used on wounds, it heals half of it from the outside. This can be done relatively fast.

Regular surgery involves anything, where fixing bones, stopping internal bleeding or fixing damaged organ is required. It takes well over an hour and requires formulating plan first.

Complex surgery is anything, where organ transplant or dangerous tissue separation takes four or more hours. It may also require inventing individual approach.

Simple psychoanalysis allows to discover some small hidden detail, whether it is kept secret or forgotten. The detail will likely help, but it depends on a storyteller.

Regular psychoanalysis finds a way, where all hope was lost, and reveals root cause of psychological problem or the horrible truth behind.

Complex psychoanalysis works the same way as regular psychoanalysis, but deals with pathological cases or trained individuals.

Simple theoretic twist flips a single argument upside down by introduction of another valid and reasonable understanding that should have been considered. It can be done nicely or not.

Regular theoretic shift negates reasons followed for wrong points of view or even self-interest, given the circumstances allowing to push those aside for greater good.

Complex theory change can be realistic enlightenment with greater vision or fictional one, which would require successful comparison with even those not trying to oppose.

Thaumaturgy

Thaumaturgy may or may not be allowed by storyteller, but the same talent is used for scientific applications with also only 400 points worth secondary doctrine as a prerequisite. God's favor will be used to determine likelihood of finding suitable equipment and material, if possible according to storyteller.

Primary doctrine	Miracle strength	Miracle casting	Miracle timing	Miracle appearance	God's favor	Σ
Water purification	6	9	4	4	6	29
Weapon improvement	9	12	6	6	9	42
Repair electronics	9	12	6	6	6	39
Customize electronics	10	14	6	6	6	42
Build robot	12	14	9	10	6	51
Analyze machine	10	12	9	9	2	40
Break machine	12	12	10	9	3	46
Repair machine	12	12	10	10	6	50
Build machine	12	12	12	12	9	57

Water purification turns water in a single container into drinking water through means available based on storyteller's decision.

Weapon improvement increases one parameter of any weapon permanently through whatever tricks, tweaks and replacements.

Repair electronics can be used to disassemble common electronic device, replace broken parts and put it back to make it work again.

Customize electronics allows to modify range, durability, speed, power, capacity and weight by approximately 50% or more, if storyteller allows that.

Build robot allows creation of wheeled, tracked, legged, airscrew or turbine propelled as well as winged, finned and snake-like or simply floating constructs with unreliable machine-learned movement to be further programmed for some useful tasks.

Analyze machine gives basic information on how machine or machinery operates, what it does and how noisy and dangerous could it be.

Break machine can be used to quickly disable machine or machinery in a reversible or irreversible way. The irreversible destruction typically cannot be done quietly, unless storyteller allows that.

Repair machine can be used to quickly repair disabled or faulty machine or machinery or try to slowly restore destroyed one. If used to repair car, it will only last limited time.

Build machine allows creation of machine or machinery capable of uninterrupted operation over days or weeks at most. Certain designs can be repaired by robots and run for months or even years.

Theurgy

It depends on the game settings, whether all or any of the theurgical practices described in The Basic Rules will be applicable. Modern time however implies various applications allowing to peer into subconsciousness and superego and induce understanding, attention and even principles.

Secondary doctrine	Projection strength	Intelligence relation	Projection precision	Understanding spheres	Demon handling	Σ
User interface design	8	7	8	5	6	34
Process design	9	8	8	8	9	42
Psychotherapy	11	6	9	6	11	43
3D art design	12	9	13	9	12	55
Painting composition	9	9	9	9	12	48
Acting composition	12	9	12	9	12	54
Creative writing	14	9	14	12	14	63
Cosmology	17	12	17	12	14	72
Deconstruction	9	9	9	9	9	45

User interface design applies to symbolic and artistic composition of software, web pages and electronics.

Process design has very wide application. It can improve small companies, big enterprises, conferences, legal procedures, institutions as well as software solutions.

Psychotherapy often follows psychoanalysis and allows for gradual improvement, where significant psychical damage prevents simple resolution.

3D art design can be used through sculptures, pottery, car body works, blacksmithing, goldsmithing, architecture, building machines and devices.

Painting composition imply thoughts through combinations and subtle details as well as symbolic representations. It can be used through all kinds of painting and even photography.

Acting composition can be used by actor or more often by director or advisor, but also cinematographer and other professions associated with film or theatre.

Creative writing is required in all forms of textual artistic expression. It has very wide variety of application, but recognition often doesn't come until it's too late.

Cosmology allows for preparation of scientific, theological, ontological and other theories opening new ways of research and improvement. It can hold keys to solution of world's greatest problems, but it is often left alone for reasons not so different from those associated with creative writing.

Deconstruction can be used to recognize content intended for subconsciousness and superego, so it can be avoided or represented and redefined through new expression. It translates directly to inspiration.

Performing art

Performing art doesn't change all that much in time, when it comes to singing and playing instrument, but there are more possibilities in acting. This example does not cover different difficulty levels associated with various musical instruments, although preparation is highly recommended for any game, where artistic expression is essential.

Primary doctrine	Breath	Coordination	Expression	Dance	Drive	Σ
Easy role acting	6	8	11	6	11	42
Common role acting	7	11	14	9	14	55
Difficult role acting	11	14	17	11	17	70
Improvising line	7	11	9	6	14	47
Improvising theme	8	11	11	6	14	50
Improvising unprepared	8	11	14	6	17	56
Easy ballet	11	11	6	11	8	47
Common ballet	11	14	11	14	11	61
Difficult ballet	14	17	14	17	14	76

Easy role acting represents mastering of one easy role, often involving single line at a time, without mistakes and inappropriate behavior.

Common role acting represents mastering of one common role including longer speeches and interactions without mistakes and inappropriate behavior.

Difficult role acting represents mastering of one difficult role including special moves and exalted scenes without mistakes.

Improvising line can be used any time, whether on stage or not, often to buy some time and mask mistake, but also to make some fun.

Improvising theme consist partially of prepared replicas on given theme and explores glitches and possibilities within given boundaries. It is typically exciting for everybody.

Improvising unprepared can be used anytime and is quite demanding, but very exciting and can be used for any purpose regardless of the situation.

Easy ballet represents mastering of one easy side role in ballet without mistakes and inappropriate behavior.

Common ballet represents mastering of one common role in ballet without mistakes and inappropriate behavior.

Difficult ballet represents mastering of one difficult role in ballet including special moves and exalted scenes without mistakes.